

WHAT IS CLAIMED IS:

1. A computer gambling game comprising:
 - a computer program including a plurality of sequences
 - 5 of game states; each sequence of game states leading to a predetermined game outcome; at least one of said game outcomes corresponding to gains;
 - a look-up table including a plurality of game seeds, each game seed being related to one of said plurality of sequences of game
 - 10 states; and
 - at least one initiator code to be input into the computer program; each initiator code being related to one of said plurality of game seeds;
 - whereby, in operation, a) said computer program is provided with one of
 - 15 said at least one initiator code; b) said computer program retrieves in said look-up table a game seed that corresponds to the provided initiator code; and c) said computer program executes said sequence of game states that corresponds to the retrieved game seed and provides the predetermined game outcome corresponding to the retrieved game seed.
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2. A computer gambling game as recited in claim 1,
 - wherein each of said game seed is indexed in said look-up table and has an index value; each initiator code being related to a particular index
 - value;
 - whereby, in operation, said computer program retrieves a game seed by
 - 25 computing an index value using the provided initiator code.
3. A computer gambling game as recited in claim 2,
 - wherein each initiator code is related to one of said particular index value

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using a one way algorithm.

4. A computer gambling game as recited in claim 1, wherein said at least one initiator code is in the form of symbols printed on a lottery ticket.

5 5. A computer gambling game as recited in claim 4, wherein said lottery ticket is an instant play lottery ticket.

6. A computer gambling game as recited in claim 4, wherein said lottery ticket further includes a control number to validate said predetermined outcome corresponding to said initiator code provided
10 on said lottery ticket.

7. A computer gambling game as recited in claim 1, wherein said look-up table further includes at least one false entry.

8. A computer gambling game as recited in claim 1, wherein said look-up table is encrypted using an encryption algorithm;
15 whereby, in operation, said look-up table is decrypted using the encryption algorithm before being used by said computer program.

9. A computer gambling game as recited in claim 8, wherein said encryption algorithm uses said initiator code corresponding to said game seed as an encryption key.

20 10. A computer gambling game as recited in claim 1, wherein said look-up table also includes, for each index value, said predetermined outcome corresponding to its respective game seed; whereby, in operation, said computer program simulate said sequence of game states corresponding to the initiator code before executing said

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sequence of game states; said simulation of game states lead to a simulated outcome; said computer programs proceeds with the execution of said sequence of game states corresponding to the provided initiator code, if the simulated outcome corresponds to the predetermined outcome
5 corresponding to the retrieved game seed.

11. A computer gambling game as recited in claim 1, wherein said look-up table also includes, for each index value, said initiator code corresponding to its respective game seed; whereby, in operation, said initiator code provided to the computer is
10 compared to the initiator codes in the look-up table; said computer program proceeds with the retrieving of said game seed only if said initiator code provided to the computer corresponds to the initiator code in the look-up table corresponding to the retrieved game seed.

12. A computer gambling game as recited in claim 1,
15 wherein said computer program is written on a computer-readable media.

13. A computer gambling game as recited in claim 12 wherein said computer readable media is a CD-ROM.

14. A computer gambling game as recited in claim 1, wherein said computer program is downloaded via a computer network.

20 15. A computer gambling game as recited in claim 1, wherein said initiator code is downloaded via a computer network.

16. A computer gambling game as recited in claim 1, wherein each sequence of game states defines an adventure game.

17. A computer gambling game as recited in claim 1,

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wherein each sequence of game states simulates a conventional casino game.

18. A computer gambling game as recited in claim 1, wherein each sequence of game states defines a gambling game.

5 19. A method for generating a computer gambling game initiated by an inputted initiator code, said method comprising:
determining the number and nature of game outcomes;
at least one of the determined game outcomes corresponding to gains;
for each determined game outcome, determining a
10 sequence of game state according to the inputted initiator code;
programming a computer game to selectively execute one of said sequences of game states; and
generating a plurality of game seeds; each game seed corresponding to one of the sequences of game states and storing each
15 game seed in a look-up table.

20. A method for generating a computer gambling game as recited in claim 19, wherein said game seeds are generated by using the computer program to simulate a plurality of sequences of game states;
20 whereby, game seeds that correspond to a sequence of game states leading to one of said determined game outcomes are stored in said look-up table.

21. A method for generating a computer gambling game as recited in claim 19, further comprising shuffling said game seeds before
25 storing said game seeds in said look-up table.

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22. A method for generating a computer gambling game as recited in claim 19, further comprising storing false entries in said look-up table.

23. A method for generating a computer gambling game
5 as recited in claim 19, further comprising storing in said look-up table said determined game outcomes corresponding to their respective game seeds.

24. A method for generating a computer gambling game
10 as recited in claim 19, further comprising, for each game seed, generating a corresponding initiator code.

25. A method for generating a computer gambling game as recited in claim 24, further comprising storing said corresponding initiator codes in a computer-readable database.

26. A method for generating a computer gambling game
15 as recited in claim 24, further comprising:

indexing said game seeds in said look-up table and assigning an index value to each game seed;

relating each of said initiator code to one of said index value via a one way algorithm.

27. A method for generating a computer gambling game
20 as recited in claim 24, further comprising storing said initiator code in said look-up table.

28. A method for generating a computer gambling game as recited in claim 24, wherein said initiator code is in the form of a binary

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value; said method further comprising translating said initiator code in the form of symbols to be printed on an instant play lottery ticket.

29. A method for generating a computer gambling game as recited in claim 28, further comprising generating a control number to be printed on said lottery ticket for validating said predetermined outcome corresponding to said initiator code.

30. A method for playing a computer gambling game comprising:

acquiring a computer program that provides a plurality of sequences of game states; each of said sequences of game states leading to a predetermined game outcome; at least one of said game outcomes corresponding to gains;

acquiring an initiator code corresponding to one of said sequences of game states;

installing the computer program on a personal computer; running said computer program; and

inputting said initiator code in said computer program; said computer program using said initiator code to select one of said sequences of game states that corresponds to said initiator code; said computer program executing said selected sequence of game states to yield a corresponding game outcome.

31. A method for playing a computer gambling game as recited in claim 30, further comprising downloading via a computer network said initiator code from a lottery site before inputting said initiator code in said computer.

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32. A computer-readable media to play a computer gambling game, comprising:

5 a computer program to execute a plurality of sequences of game states; each of said sequences of game states leading to a predetermined game outcome; and

a look-up table containing game seeds, each for generating one of said plurality of sequences of game states.

10 33. A computer-readable media as recited in claim 32, wherein said look-up table further includes said predetermined game outcomes.

34. A computer-readable media as recited in claim 32, wherein said look-up table is encrypted.

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